

AMENDMENTS TO THE CLAIMS:

Please replace the claims with the claims provided in the listing below wherein status, amendments, additions and cancellations are indicated.

Listing of Claims

1. (Currently Amended) A fighting video game machine wherein an enemy character appearing in a game image is displayed at an attacking position from a viewing point of a simulated camera on a monitor launching an attack, said fighting video game machine comprising:

a detecting unit ~~for detecting~~ arranged to detect the position of the viewing point in a play area in front of and apart from the monitor,

a game control unit for controlling the progress of the game,

a display control unit for generating a three-dimensional image including the enemy character viewed from the viewing point of the simulated camera and displaying it on the monitor,

~~a sound control unit for controlling a sound output based on the enemy character,~~

a first sound generator and a second sound generator arranged in different positions to produce sound output based on the enemy character,

a sound control unit for controlling a sound output from the first and second sound generators based on the enemy character, and

attacking position judging means arranged to determine whether a distance between a calculated trajectory of a bullet fired by the enemy character displayed on the monitor at the attacking position and the viewing point of the simulated camera is less than or greater than a threshold distance value,

wherein the sound control unit ~~causes~~ is coupled to said attacking position judging means and arranged to cause a sound to be outputted from the first sound generator when the distance between the calculated trajectory of the fired bullet and the viewing point is determined by the attacking position judging means to be greater than the threshold value and ~~causes~~ to cause the sound to be outputted from the second sound generator when the distance is determined by the attacking position judging means to be less than the threshold value.

2. (Previously Presented) A fighting video game machine according to claim 1, wherein the first sound generator is arranged in a position distant from the play area and the second sound generator is arranged in a position proximate to the play area.

3. (Previously Presented) A fighting video game machine according to claim 1, wherein the attack is shooting, the sound control unit causes a hitting sound to be outputted from the first sound generator when the attacking position judging means determines that the fired bullet has hit an obstacle displayed

before the viewing point of the simulated camera while causing a sound hurtling through the air to be outputted from the second sound generator when the attacking position judging means determines that the fired bullet has passed beside the viewing point of the simulated camera.

4. (Previously Presented) A fighting video game machine according to claim 1, wherein the attack is shooting, the sound control unit causes a hitting sound to be outputted from the first sound generator when the attacking position judging means determines that the fired bullet has hit an obstacle displayed at a distance before the viewing point of the simulated camera while causing a hitting sound to be outputted from the second sound generator when the attacking position judging means determines that the fired bullet has hit an obstacle displayed right before the viewing point of the simulated camera.

5. (Previously Presented) A fighting video game machine according to claim 3, wherein the attacking position judging means is arranged to determine that the bullet has hit the viewing point of the simulated camera, and the sound control unit causes a target-hitting sound to be outputted from the second sound generator when the attacking position judging means makes such a determination.

6. (Previously Presented) A fighting video game machine according to claim 1, wherein the detecting unit comprises a head detecting unit arranged to detect a position of the head of a game player in the play area along a left-right direction of said fighting video game machine such that the head detecting unit detects the position of the game player's head during linear movement of the game player.

7. (Previously Presented) A fighting video game machine according to claim 6, wherein the second sound generator includes two loudspeakers provided at different respective positions along the left-right direction of the fighting video game machine.

8. (Previously Presented) A fighting video game machine according to claim 7, wherein the sound control unit controls the outputted sound volumes of the loudspeakers depending upon the detected position of a head of the player along the left-right direction.

9. (Original) A fighting video game machine according to claim 1, wherein the first sound generator is arranged at a position higher than the monitor while the second sound generator is arranged at a position lower than the monitor.

10. (Previously Presented) A fighting video game machine according to claim 1, wherein the first sound generator includes a single loudspeaker provided substantially at a central position along a left-right direction of said fighting video game machine and the second sound generator includes a pair of loudspeakers provided above the monitor and left and right sides of the monitor, respectively.

11. (Previously Presented) A fighting video game machine according to claim 6, further comprising an image control unit for performing calculation of coordinates of the enemy characters when viewed from the viewing point of the simulated camera.

12. (Currently Amended) A fighting video game machine according to claim 11, wherein a head position detected by the head detecting unit is transmitted to the game control unit as [[the]] viewing point information of the simulated camera so that the viewing point of the simulated camera is changed as to correspond to the position of the game player's head.

13. (Previously Presented) A fighting video game machine according to claim 12, wherein the viewing point of the simulated camera substantially coincides with the eyes of the game player.

14. (Currently Amended) A fighting video game machine wherein an enemy character appearing in a game image is displayed at an attacking position from a viewing point of a simulated camera on a monitor launching an attack, said fighting video game machine comprising:

a detecting unit for detecting the position of the viewing point in a play area in front of and apart from the monitor,

a display control unit for generating a three-dimensional image including the enemy character viewed from the viewing point of the simulated camera and displaying it on the monitor,

~~a sound control unit for controlling an output of a sound according to an attacking position of the enemy character;~~

a first sound generator arranged at a first position for outputting the sound based on the enemy character;

a second sound generator arranged at a second position for outputting the sound in accordance with the based on the enemy character, said first position being more distant from the play area than the second position,

a sound control unit for controlling an output of a sound from the first and second sound generators according to an attacking position of the enemy character, and

attacking position judging means arranged to determine whether a distance between an attacked position by the attack of the enemy character

displayed on the monitor and the viewing point of the simulated camera is less than or greater than a threshold distance value,

wherein the sound control unit is coupled to said attacking position judging means and arranged to cause ~~causes~~ a sound to be outputted from the first sound generator when the distance is greater than the threshold distance value ~~while causing~~ and to cause a sound to be outputted from the second sound generator when the distance is less than the threshold distance value.

15. (Currently Amended) A fighting video game machine wherein an enemy character appearing in a game image is displayed at an attacking position from a viewing point of a simulated camera on a monitor launching an attack, the viewing point being situated in front of and apart from the monitor, said fighting video game machine comprising:

a game control unit for controlling progress of the game,

an image control unit for performing calculation of coordinates of the enemy characters when viewed from the viewing point of the simulated camera;

a head detecting unit arranged to detect a position of a head of a game player in the play area along a left-right direction of said fighting video game machine such that the head detecting unit detects the position of the game player's head during linear movement of the game player; a head position detected by the head detector is transmitted to the game control unit as ~~[[the]]~~ viewing point

information of the simulated camera so that the viewing point of the simulated camera is changed as to correspond to the position of the game player's head;

~~a sound control unit for controlling an output of a sound according to an attacking position from the enemy character;~~

a first sound generator provided at a first position for outputting the sound in accordance with the attacking position;

a second sound generator provided at a second position for outputting the sound in accordance with the attacking position; said first position being more distant from the play area than the second position,

a sound control unit for controlling an output of a sound from the first and second sound generators according to an attacking position of the enemy character, and

attacking position judging means for determining whether a distance between an attacked position by the attack of the enemy character displayed on the monitor and the viewing point of the simulated camera is less than or greater than a threshold distance value,

wherein the sound control unit is coupled to the attacking position judging means and arranged to cause ~~causes~~ a sound to be outputted from the first sound generator when the distance is greater than the threshold distance value ~~while causing~~ and to cause a sound to be outputted from the second sound generator when the distance is less than the threshold distance value.

16. (Currently Amended) A fighting video game machine according to claim 6, wherein a head position detected by the head detecting unit is transmitted to the game control unit as [[the]] viewing point information of the simulated camera so that the viewing point of the simulated camera is changed to correspond to the position of the game player's head.

17. (Previously Presented) A fighting video game machine according to claim 1, wherein the detecting unit comprises a head detecting unit which is arranged to transmit waves into an area occupied by the game player while playing the video game machine and receive waves reflected by the game player and determine the position of the head of the game player based on the received waves.

18. (Previously Presented) A fighting video game machine according to claim 1, wherein the detecting unit comprises a head detecting unit which is arranged to periodically detect the position of the head of the game player while allowing linear movement of the game player in a left-right direction of the video game machine.

19. (Previously Presented) A fighting video game machine according to claim 1, wherein the detecting unit comprises a head detecting unit

arranged to detect a position of the head of a game player in the play area relative to the monitor and along a left-right direction of said fighting video game machine such that the head detecting unit detects the position of the game player's head during linear movement of the game player relative to the monitor.

20. (Previously Presented) A fighting video game machine according to claim 15, wherein the head detecting unit is arranged to detect the position of the head of a game player in the play area relative to the monitor such that the head detecting unit detects the position of the game player's head during linear movement of the game player relative to the monitor.

AMENDMENTS TO THE DRAWINGS:

Please find accompanying this response replacement sheets for Figs. 3, 12 and 13 wherein amendments explained in the Remarks presented below are effected.